



**Virginia District 15**

**Pre-Tournament Meeting**



# Agenda



- Pre-Game Activities
- Playing Rules and Pitching Rules
- Forfeits and Bench/Dugout
- Visits Injuries
- Mandatory Play
- Substitution/Re-Entry
- Suspended Games and Run Rule
- Regulation Game and Tie Game
- Altercations/Ejections
- Protests
- Proper Attire and Behavior
- Summary and Safety Reminder



# Pre-Game Activities



- Arrive at the field at least one hour before game time
  - Check field conditions and other site activities for readiness
- Conduct the coin toss with league reps or team manager, at least 45 minutes before game time.
  - **Home team will occupy first base dugout--no exceptions**
  - **Visitor team will occupy third base dugout—no exceptions**
- Get ground rules from the host (should be written)
- Collect team affidavits (**ONLY**), (verify the form for correct signatures, i.e. President, Player Agent, Manager, & District Administrator,
  - Do not collect private information, medical releases or Tournament Player Verification information.



# Pre-Game Activities



- Ten minutes before game time the announcer will:
  - Welcome the fans to the game
  - Introduce the home team players, coaches, manager and League representative
  - Introduce the visiting team players, coaches, manager and League representative
  - Introduce the umpires
  - Introduce the Assistant Tournament Director on site
- Play the National Anthem or lead the Little League Pledge
- Turn the game over to the umpires
  - Players return to dugouts
  - UIC conducts Plate Conference



# PLAYING RULES



- All Tournament play shall be governed by the 2019 Little League Baseball® Official Regulations, Playing Rules, and Policies
- Little League, Intermediate (50-70) Division, Junior League, and Senior League Rules
- Tournament Rules and Guidelines
- Written ground rules established by the Tournament Director or Site Coordinator must be reviewed with both managers and Umpire-in-Chief at least ten (10) minutes prior to the start of a game.



# PLAYING RULES



- a. After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

## EXCEPTIONS:

- i. On a swing, slap, or check swing
- ii. When forced out of the box by a pitch
- iii. When the batter attempts a "drag bunt"
- iv. When the catcher does not catch the pitched ball
- v. When a play has been attempted
- vi. When time has been called
- vii. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five (5) feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box
- viii. On a three ball count pitch that is a strike that the batter thinks is a ball

**PENALTY:** If the batter leaves the batter's box or delays play and one of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.

**Minor/Major Division:** No pitch has to be thrown, the ball is dead, and no runners may advance.

**Intermediate Division/Juniors/Seniors:** No pitch has to be thrown and the ball is live.



# PLAYING RULES



- b. In all Tournament levels and divisions, the penalty for use of an illegal bat [see Rule 6.06(d)], if discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat, is:
  - i. The batter is out (**NOTE:** The manager of the defense may advise the plate umpire of a decision to decline this portion of the penalty and accept the play. Such election shall be made immediately at the end of the play), and;
  - ii. The manager of the team will be ejected from the game, the batter who violated the rule will be ejected from the game, and the offensive team will lose one eligible adult base coach for the duration of the game.
- c. **9-11 Year Old Division:** the batter may advance on an uncaught third strike (6.05/6.09). This rule will not apply for the 8-10 Year Old Division.
- d. Twice a game but not more than one time per inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch runner.



# PLAYING RULES



- e. Each umpire has the authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgement of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.



## PITCHING RULES – LL BASEBALL, 8-10, 9-11 YEAR OLD DIVISIONS, INTERMEDIATE DIVISION AND JUNIOR LEAGUE



These rules replace the regular season pitching regulations. ***Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport if protested or brought to the Tournament Committee's attention.***

- a. Any player on a tournament team may pitch. **Exception:** Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. **Exception:** If the pitcher reaches the 20 pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until batter reaches base, batter is retired, or 3<sup>rd</sup> out is made to complete the half-inning.

- b. A tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the tournament.



## PITCHING RULES – LL BASEBALL, 8-10, 9-11 YEAR OLD DIVISIONS, INTERMEDIATE DIVISION AND JUNIOR LEAGUE



- c. Pitchers once removed from the mound may not return as pitchers.  
**Intermediate (50-70) Division/Junior League:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- d. The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

13-14	95 pitches per day
11-12	85 pitches per day
9-10	75 pitches per day
8	50 pitches per day

**Exception:** If a pitcher reaches the pitch limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half-inning or the game.

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## PITCHING RULES – LL BASEBALL, 8-10, 9-11 YEAR OLD DIVISIONS, INTERMEDIATE DIVISION AND JUNIOR LEAGUE



**NOTE:** If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.



## PITCHING RULES – LL BASEBALL, 8-10, 9-11 YEAR OLD DIVISIONS, INTERMEDIATE DIVISION AND JUNIOR LEAGUE



- e. Pitchers league age 14 and under must adhere to the following rest requirements:
- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  - If a player pitches 51 to 65 pitches in a day, three (3) calendar days of rest must be observed.
  - If a player pitches 36 to 50 pitches in a day, two (2) calendar days of rest must be observed.
  - If a player pitches 21 to 35 pitches in a day, one (1) calendar day of rest must be observed.
  - If a player pitches 1 to 20 pitches in a day, no rest is required.

**Note: Under no circumstances shall a player pitch in three (3) consecutive days.**



## PITCHING RULES – LL BASEBALL, 8-10, 9-11 YEAR OLD DIVISIONS, INTERMEDIATE DIVISION AND JUNIOR LEAGUE



**EXCEPTION:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

- f. A player cannot pitch in two games in a day. (**Exception: Junior League—If a pitcher reaches 30 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game of that day.**)



## **PITCHING RULES – LL BASEBALL, 8-10, 9-11 YEAR OLD DIVISIONS, INTERMEDIATE DIVISION AND JUNIOR LEAGUE**



- g. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered less than 40 pitches, and subject to each of these conditions:
1. If the pitcher delivered 20 or less pitches before the game was suspended, that pitcher's pitch count will begin at zero for the continuation portion of the game.
  2. If the pitcher delivered between 21 and 40 pitches before the game was suspended, that pitcher's count will begin with the number of pitches delivered in that game.



## **PITCHING RULES – LL BASEBALL, 8-10, 9-11 YEAR OLD DIVISIONS, INTERMEDIATE DIVISION AND JUNIOR LEAGUE**



- h. In a game (“Game A”) suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions of (g) above shall apply, unless the pitcher of record pitched in another game or games after Game A was halted.
- i. Failure to remove a pitcher who has reached his/her maximum number of pitches required by league age or use of an ineligible pitcher is basis for protest. Violations protested or brought to the Tournament Committee’s attention, shall result (by action of the Tournament Committee) in the suspension of the team’s manager for the next two scheduled games, even if those games are played at the next level.



## PITCHING RULES – SENIOR LEAGUE



These rules replace the regular season pitching regulations. ***Violation of these pitching rules is subject to protest and action by the Tournament Committee in Williamsport if protested or brought to the Tournament Committee's attention.***

- a. Any player on a tournament team may pitch. **Exception:** Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position and delivers 31 or more in the same day may not return to the catcher position on that calendar day. EXCEPTION: If the pitcher reaches 30 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game.



## PITCHING RULES – SENIOR LEAGUE



- b. A Tournament pitcher may not pitch in regular season or Special Games while the team is still participating in the Tournament.
- c. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- d. The manager must remove the pitcher when said pitcher reaches the pitch limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

13 – 16 (Senior League) 95 pitches per day

# PITCHING RULES – SENIOR LEAGUE



**Exception:** If a pitcher reaches the pitch limit imposed above for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half-inning.

**NOTE:** If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

# PITCHING RULES – SENIOR LEAGUE



e. Pitchers league age 13-16 must adhere to the following rest requirements:

If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 61 to 75 pitches in a day, three (3) calendar days of rest must be observed.

- If a player pitches 46 to 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 to 45 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1 to 30 pitches in a day, no (0) calendar day of rest is required.

**Note: Under no circumstances shall a player pitch in three (3) consecutive days.**

# PITCHING RULES – SENIOR LEAGUE



**EXCEPTION:** If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) That batter reaches base; (2) That batter is retired; (3) The third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

f. A player may be used as a pitcher in up to two games in a day. (**Exception:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning of the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game of that day.



## PITCHING RULES – SENIOR LEAGUE



- g. In a game suspended by darkness, weather, or other causes and resumed the following calendar day, the pitcher of record at the time the game was halted may continue to the extent of his/her eligibility, provided he/she delivered less than 40 pitches, and subject to each of these conditions:
1. If the pitcher delivered 20 or less pitches before the game was suspended, that pitcher's pitch count will begin at zero for the continuation portion of the game.
  2. If the pitcher delivered between 21 and 40 pitches before the game was suspended, that pitcher's count will begin with the number of pitches delivered in that game.



## PITCHING RULES – SENIOR LEAGUE



- h. In a game (“Game A”) suspended by darkness, weather, or other causes and resumed more than one calendar day later, the provisions of (g) above shall apply, unless the pitcher of record pitched in another game or games after Game A was halted.
- i. Failure to remove a pitcher who has reached his/her maximum number of pitches required by league age or use of an ineligible pitcher is basis for protest. Violations protested or brought to the Tournament Committee’s attention, shall result (by action of the Tournament Committee) in the suspension of the team’s manager for the next two scheduled games, even if those games are played at the next level.



## FORFEITS & BENCH/ DUGOUT



5. **FORFEITS:** No game may be forfeited or a team disqualified without the authorization of the Tournament Committee. Violations which may result in forfeiture or disqualification must be reported immediately to the Regional Director before further play takes place which would involve a team or teams affected by such action.
6. **BENCH/DUGOUT:** No one except the players, manager and coach(es) shall occupy the bench or dugout during a game. Base coaches may be players or adults. Two (2) adult base coaches are permitted at all levels subject to playing rule 4.05(2).



# VISITS



- 7. VISITS:** A manager or coach may not leave a dugout for any reason during a game without receiving permission from an umpire. The manager or coach may be removed from the field for the remainder of the game for violation of this rule.

When permission is granted, the manager or coach will be permitted to go to the mound to confer with the pitcher or any defensive player(s). A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

**9-11 Year Old Division, Little League, Intermediate Division, Junior and Senior League:** A manager or coach may come out **once** in one inning to visit with the pitcher, but the **second** time out, the player must be removed as a pitcher. The manager or coach may come out **twice** in a game to visit with the pitcher, but the **third** time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.



# VISITS



**8-10 Year Old Division:** A manager or coach may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager or coach may come out three times in a game to visit with the pitcher, but the fourth time out, the player must be removed as a pitcher. The rule applies to each pitcher who enters a game.



# INJURY/ILLNESS



- 8. INJURY/ILLNESS:** If a player is injured or becomes ill during a game, the decision of a doctor (if present) or medical personnel will be final as to whether or not the player may continue in the game.

**Note:** This is interpreted as any player leaving the game due to illness or injury must have a written note from a medical professional to return to play in the tournament.



## MANDATORY PLAY: 8-10, 9-11 Year Old Divisions, Little League, Intermediate Division and Junior League



9. **MANDATORY PLAY:** If a tournament team has thirteen (13) or more eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of one (1) at bat. If a tournament team has twelve (12) or fewer eligible players in uniform at a game, then every player on a team roster shall participate in each game for a minimum of six (6) consecutive defensive outs and bat at least one (1) time.
  - a. Prior to the start of play in the top of the fourth inning (Intermediate Division/Junior League: fifth inning), the umpire in chief or other individual designated by the game Tournament Director in consultation with the official scorekeeper, shall advise both team managers of their obligation to insert all players who have not completed their mandatory play requirements into the line-up as outlined in the rule book (page 142). A manager's failure/refusal to insert players into the line-up as outlined shall result in immediate ejection of the manager and removal for the remainder of the International Tournament.



## MANDATORY PLAY: 8-10, 9-11 Year Old Divisions, Little League, Intermediate Division and Junior League



- b. Managers are responsible for ensuring that all players fulfill the requirements of mandatory play, **even if no notification is made.**
- c. There is no exception to this rule unless the game is shortened for any reason. NOTE: A game is not considered shortened if the home team does not complete the offensive half of the sixth or seventh inning (or any extra inning) due to winning the game.



## MANDATORY PLAY: 8-10, 9-11 Year Old Divisions, Little League, Intermediate Division and Junior League



- d. Failure to meet the mandatory play requirements in this rule is a basis for protest. If one or more players on a roster do not meet this requirement, and if protested or brought to the Tournament Committee's attention, in addition to the removal of the team's manager, without replacement, for the remainder of the International Tournament, additional penalties (including but not limited to forfeiture of a game, additional mandatory play requirements for the players who failed to meet mandatory play, and/or disqualification of the team or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:
1. A manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;



## **MANDATORY PLAY: 8-10, 9-11 Year Old Divisions, Little League, Intermediate Division and Junior League**



2. a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level (State level for 9-10 and 10-11 Year Old Divisions), or;
3. a manager willfully and knowingly disregards the requirements of this rule.

A manager or coach suspended for any reason is not permitted to be at the game site and must not take any part in the game, nor have any communications whatsoever with any persons at the game site. This includes pregame and postgame activities. Violation may result, by action of the Tournament Committee, in further suspension; forfeiture of a game; and/or disqualification of the team, managers or coaches from further tournament participation.



## **MANDATORY PLAY: 8-10, 9-11 Year Old Divisions, Little League, Intermediate Division and Junior League**



- d. For the purposes of this rule, “six (6) consecutive defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six consecutive outs are made; “bat at least one (1) time” is defined as: A player enters the batter’s box with no count and completes that time at bat by being retired or by reaching base safely.



# SUBSTITUTIONS/RE-ENTRY



- 10. SUBSTITUTIONS/RE-ENTRY:** This tournament rule replaces regular season Rule 3.03 (re-entry) for all levels of tournament play.
- a. If illness, injury or the ejection of a player prevents a team from fielding nine (9) players, a player previously used in the lineup may be inserted, but only if there are no other eligible substitutes available. The opposing team manager shall select the player to re-enter the lineup. A player ejected from the game is not eligible for re-entry.
  - b. Any player who has been removed for a substitute may re-enter the game in the **SAME** position in the batting order.



# SUBSTITUTIONS/RE-ENTRY



- c. A substitute entering the game for the first time may not be removed prior to completion of her/his mandatory play requirements.

Note: If a team has thirteen (13) or more players in uniform at the start of a game and is the visiting team, they may substitute a batter for the starting pitcher listed in the line-up prior to the pitcher facing a batter without violating Rule 3.03(c) provided that the pitcher of record pitches to the first batter in the bottom of the first inning in accordance with Rule 3.05.

- d. Defensive substitutions must be made while the team is on defense. Offensive substitutions must be made at the time the offensive player has her/his turn at bat or is on base.
- e. A starter and her/his substitute must not be in the lineup at the same time, except as provided in Playing Rule 10(a).
- f. Improper substitution is a basis for protest. Protests involving improper substitution not resolved before the next pitch or play shall not be considered.



# SUBSTITUTIONS/RE-ENTRY



- g. Rule 7.14, Special Pinch Runner, will apply during tournament.
- h. **Intermediate (50-70) Division/Junior/Senior League only:** A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game. **Senior League only:** Rule 3.03, Designated Hitter, **WILL** apply during the tournament.
- i. **Senior League:** Any player in the starting lineup, including the designated hitter, who has been removed for a substitute may re-enter the game **ONCE**, provided such player occupies the same batting position as he or she did in the starting lineup. A substitute (non-starter) may not re-enter the game in any position once that player is removed from the line-up.



# SUSPENDED GAMES



**11. SUSPENDED GAMES:** Any game in which a winner cannot be determined in accordance with the playing rules shall be resumed from the exact point at which it was suspended regardless of the number of innings played. Incomplete (not regulation) or tie games are considered suspended games.

**NOTE:** A contest decided by forfeit does not constitute a “game” for the purposes of this rule, unless one complete inning was physically played before the game was forfeited. (Forfeits are only by decree of the Tournament Committee in Williamsport.)



# RUN RULE



- 12. RUN RULE:** If at the end of three (3) innings (**Intermediate Division/Junior/Senior League:** four innings), two and one-half innings (**Intermediate Division/Junior/Senior League:** three and one-half innings), if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede victory to the opponent. If at the end of a regulation game, one team has a lead of ten (10) runs or more the manager of the team with the least runs shall concede the victory to the opponent.

**NOTE 1:** If the visiting team has a lead of fifteen (15) or ten (10) or more runs respectively, the home team must bat in their half of the inning.

**NOTE 2:** A game determined by the 15-run rule, shall be considered a regulation game.



# REGULATION GAME



- 13. REGULATION GAME:** Each tournament game must be played to the point of being an official game:
- a. Regulation games are of four or more innings (five or more innings for **Intermediate (50-70) Division/Junior/Senior League**) in which one team has scored more runs than the other (three and one-half (3 1/2) if the home team is ahead or four and one-half (4 1/2) if the home team is ahead in **Intermediate (50-70) Division/Junior/Senior League**).
  - b. Regulation games (when a winner can be determined) terminated because of weather, darkness or curfew must be resumed if the visiting team ties the game or takes the lead in their half of the inning and the home team does not complete their at bat or take the lead in an incomplete inning. This does not apply to games suspended or delayed by weather that may still be resumed before darkness or curfew (as defined in Tournament Rules and Guidelines – Curfew) on the same day.
  - c. If two games are scheduled for the same site, no “time limit” may be imposed on the first game.



# TIE GAME



14. **TIE GAME:** When the completion of six innings [Intermediate Division/Junior/Senior League: seven innings] and the score is tied, the following tie-breaker will be played to determine a winning team:
- a. The seventh inning [Intermediate Division/Junior/Senior League: eighth inning] will be played as normal.
  - b. Starting in the top of the eighth inning [Intermediate Division/Junior/Senior League: ninth inning], and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to be last in that respective half inning being placed on second base. **EXAMPLE:** If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.



# REPLAYING GAMES/ UNAUTHORIZED AGREEMENTS



- 15. REPLAYING GAMES:** No tournament game may be replayed without specific approval from the Tournament Committee at Williamsport.
- 16. UNAUTHORIZED AGREEMENTS:** No agreements shall be made between managers and/or Tournament Directors and/or umpires contrary to Tournament Rules.



# ALTERCATIONS



**17. ALTERCATIONS:** A manager, coach, or player shall not leave their position in the field or bench area during a fight or physical altercation; a manager or coach who attempts to prevent a fight or restore order, in the umpire's judgement, is not in violation of this rule.

**Penalty:** The umpire shall eject the offender(s) from the game immediately. Failure to comply with the ejection may result in the umpire suspending the game. The Tournament Director shall refer all incidents to the Tournament Committee who may impose additional penalties and/or actions towards the individuals and/or teams up to and including forfeiture of a game, further suspension and/or disqualification.



# EJECTIONS



**18. EJECTIONS** - Any manager, coach or player ejected from a game will be suspended for the next physically played game (See Rule 4.07). This includes pregame or postgame activities. Ejections shall be noted in the tournament team's affidavit in the Record of Ejections on page 4. Entry should include member's name and date ejected and be signed by the Tournament Director or District Administrator.



# Protests



- Replaces rule 4.19
- Considered only when based on:
  - Violation or misinterpretation of playing rule;
  - Use of ineligible pitcher;
  - Use of ineligible player;
  - Violation of mandatory play
- Tournament Officials are encouraged to avoid circumstances that might lead to a potential protest.

**Note:** Umpires, Site Coordinators and District Administrators do not have the authority to declare a forfeiture under any circumstances.



# Protests - Misinterpretation of Playing Rule



Formal (verbal) protest must be made to Umpire-in-Chief before next pitch or play.

Umpire-in-chief must call conference with all umpires.

If unresolved, the UIC must consult with Tournament Director or District Administrator

If still unresolved, a call must be made to Regional Director

If still unresolved, Regional Director must call Tournament Committee for a decision.

The decision of the Tournament Committee shall be final and binding.



# Protests - Use of Ineligible Pitcher



If the facts establishing or verifying an ineligible pitcher become known **DURING** a game, and the ineligible pitcher participates in the game, subject to the following conditions:

- (a) Protest may be lodged by the manager or coach with the Umpire-in-Chief who shall consult with the Tournament Director or District Administrator.
- (b) The Tournament Director or District Administrator must contact the Regional Director (or appointed agent) who shall contact the Tournament Committee for a decision. Tournament Committee Decision is final and binding.



# Protests - Use of Ineligible Pitcher



If the facts establishing or verifying an ineligible pitcher become known **AFTER** a game, and the ineligible pitcher participated in the game, subject to the following conditions:

- (a) Protest may be lodged with the Tournament Director or District Administrator. Such protest must be made before either team affected by the protest begins another game.
- (b) The Tournament Director or District Administrator must contact the Regional Director (or appointed agent) who shall contact the Tournament Committee for a decision. Tournament Committee Decision is final and binding.



## Protests - Use of Ineligible Player (Prior to Game)



Complainant presents matter to Tournament Director and/or District Administrator

Matter shall be resolved with Regional Director and Tournament Committee before the first pitch of the game.

The decision of the Tournament Committee shall be final and binding.



## **Protests - Use of Ineligible Player (During the Game)**



Protest may be lodged by the manager or coach with Umpire-in-Chief who shall consult with Tournament Director or District Administrator.

Tournament Director or District Administrator shall contact Regional Director, who shall contact the Tournament Committee for a decision.

The decision of the Tournament Committee shall be final and binding.



## Protests - Use of Ineligible Player (After the Game)



Protest may be lodged by the manager or coach with the Tournament Director or District Administrator.

Such protest must be before either team affected begins another game.

Tournament Director or District Administrator must contact Regional Director, who shall contact the Tournament Committee for a decision.

The decision of the Tournament Committee shall be final and binding.

**NOTE: Only the Tournament Committee can disqualify a team, players and/or require the forfeiture of games.**



# Protests



In addition to the penalties described above, the Tournament Committee may disqualify a player, team or entire league from tournament play. The Tournament Committee may take action as a result of a protest or on its own initiative.



# Proper Attire



ALL MANAGERS AND COACHES THAT PARTICIPATE IN ANY ALL STAR TOURNAMENTS, OR TOURNAMENTS THAT ARE LITTLE LEAGUE APPROVED INCLUDING BASEBALL & SOFTBALL MUST BE DRESSED APPROPRIATELY.

**ACCEPTABLE WEAR:** TEAM HATS/VISORS, TEAM LOGO SHIRTS, COLLARED SHIRTS, SLACKS, SHORTS, SHOES, (SUCH AS TENNIS, SPORT, OR DRESS).

**UNACCEPTABLE WEAR:** T-SHIRTS, CUTOFFS OF ANY TYPE, BARE FEET OR ANY CLOTHING THAT HAS UNACCEPTABLE WORDING OR GRAPHICS NOT ASSOCIATED WITH LITTLE LEAGUE BASEBALL/SOFTBALL.

**ANY DRESS:** THAT IS IN QUESTION, MUST BE APPROVED BY THE DISTRICT ADMINISTRATOR PRIOR TO PARTICIPATING IN ANY TOURNAMENT.



# Proper Behavior



Manager responsible for behavior of coaches, players and fans

- Tournament Directors will be walking around and observing the spectators for problems. Fans may be asked to calm down their fans if they get unruly.
- No tobacco (including vaping), illegal drugs, or alcohol at tournament site
- No inappropriate or foul language will be permitted from players, managers, coaches, or fans
- Ensure fans are aware of the Parent Code of Conduct and let them know they are expected to behave accordingly
  - Fans may be asked to leave the tournament site



# Team Managers and Coaches



- Have their teams at the field at least 1 hour before the first game they play and 45 minutes before each successive game time.
- Give the affidavit only, to the Site Coordinator/Assistant TD
- Give complete lineup all starters and subs to Assistant TD/Announcer
- Ensure all equipment meets Little League specifications - HELMETS
- Have all players in appropriate uniform – LITTLE LEAGUE PATCHES
- Be dressed in appropriate attire
- Have medical release forms for each player
- Have a first aid kit
- **ENSURE THAT YOU AND YOUR TEAM CONDUCT YOURSELVES ACCORDING TO THE HIGHEST STANDARDS OF SPORTSMANSHIP AND FAIR PLAY (See LL Pledges and Parent Code of Conduct)**



# Team Managers and Coaches



- Have all equipment out for inspection – only equipment being used
  - Approved Bats ONLY – Manager responsible – severe penalty for illegal bat
  - Catcher’s Helmet must have dangling throat protector
  - Helmets – no stickers, paint, air brushing allowed unless approved by manufacturer
  - Equipment removed from the game will be returned when team exits tournament
- Managers, Coaches, and Players may not mingle w/ spectators (3.09)
- Coaches may not warm up pitchers before or during game (3.09)
- Coaches (and spectators) will not “work” the umpires
- Base Coaches respect the Coach’s Box
  - Only 1 offensive timeout per half inning



# Handling a Protest



Should a need for protest become apparent, discuss the situation with the umpires and if not satisfied, consult the rule book, and the Assistant Tournament Director on site, if necessary.

**Remember it is the responsibility of the Manager to recite the perceived rule infraction from the correct Tournament rulebook to the UIC and Tournament Director.**

If you are not satisfied with the Site Coordinator's decision, he/she must contact the Tournament Director, D15 DA, and he will discuss with Southeastern Region and Tournament Committee for a ruling.

***Under no circumstances will the game continue until the situation is resolved. IF the game is resumed before the situation is resolved, the protest is null and will be disallowed.***



# After the Game



At the end of the game, make sure the pitchers' records are accurately recorded on the back of the affidavits (Managers must sign) and retrieve the affidavit. Review pitcher **eligibility, pitch counts (baseball only) and required days of rest with the Official Score Keeper and Site Coordinator.**

**Ensure you know when and where your next game will be and inform your teams.**

**Make sure the Site Coordinator has your contact information in case the schedule changes due to weather and/or field conditions.**



# Rules Summary



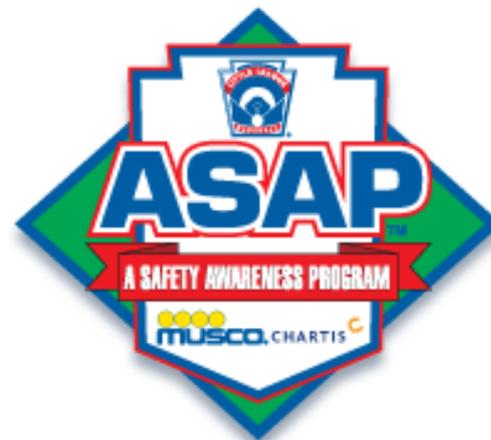
- All Tournament games conducted in accordance with 2019 Little League Baseball® Tournament Rules and Guidelines
  - Proper Substitution (no continuous batting)
  - Uncaught 3<sup>rd</sup> Strike applies to 9-11 Baseball and older divisions
  - Proper player attire – includes LL patches properly affixed
  - Only rostered manager, coaches and players allowed in dugout or on the field – players (and coaches) must request permission from UIC to leave the dugout for any reason
  - Adults may not warm up pitchers at tournament site – any player may warm up pitcher w/ proper catcher’s helmet with throat guard
  - Ensure Bats and Batting Helmets Meet LL Specifications (NO DENTS, CRACKS, or ALTERATIONS)
  - Base coaches do not take the field until after “throwdown”



# Safety Reminders



- Accident Reporting
  - Little League Accident Notification
    - When professional medical care required
    - Notify Tournament Director
    - Requires written clearance to return to play
- NO Jewelry (except Medical Alert)
- Heat Illness Prevention - Hydrate All Day (week) – encourage players to drink plenty of water – all day, every day
- Concussion Training – Managers and Coaches must have CDC or NFHS training and certification – **NFHS Certification is REQUIRED for all Virginia State Tournaments**
- Lightning Policy – Wait 30 minutes - No Kidding – No Second Chances
- Approved Bats – USA Baseball’s Youth Bat Performance ONLY USABat). **All BPF 1.15 bats are prohibited.** Bats shall not exceed 2 5/8 in. diameter for these divisions of play. Bats meeting BBCOR may be used in Intermediate Baseball and up (BBCOR is required for the Senior League Baseball).
- Batting Helmets – NOTHING on helmet that wasn’t provided with helmet purchase unless the Manager produces a letter from the manufacturer authorizing the alteration.
- Equipment removed will be returned to team manager **AFTER TEAM’S LAST GAME**





# Questions??



Jim Roberts

Virginia District 15 District Administrator

[Virginia15DA@va.metrocast.net](mailto:Virginia15DA@va.metrocast.net)

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**ADDITIONAL INFORMATION**

**FOR**

**SITE COORDINATORS**

**AND**

**ASSISTANT TOURNAMENT DIRECTORS**



# Agenda



- Points of Emphasis
- Responsibility
- Chain of Command
- Pre-Game Activities
- Safety Reminders
- During the Game
- Handling a Protest
- After the Game
- Host League
- Team Managers
- Questions



# Points of Emphasis



- District Administrator is responsible for scheduling and supervising all district tournament games.
- All International Tournaments are authorized by the International Board of Directors of Little League.
- Leagues opting to participate must do so with full understanding of the rules and regulations.



# Responsibility



- Once the Tournament season starts, authority is vested solely in the Tournament Committee in Williamsport.
- There will be no waivers or resorting to local rules or other variation unless granted explicitly from the Tournament Committee in Williamsport.
- Revocation of Tournament privileges or forfeiture of a tournament game may be decided only by the Tournament Committee in Williamsport.



# Chain of Command



- Should a problem arise that can't be resolved while the game is in progress, the game must be suspended by the Umpire-in-Chief and referred immediately to the Tournament Director on site.
- If the problem is still unresolved, the game must remain suspended and the issue must be referred to the Regional Director by the Tournament Director.
- If the problem is still unresolved, the game must remain suspended and the issue must be referred to the Tournament Committee by the Regional Director.



# Chain of Command



- If the Tournament Committee deems any player to be ineligible, by league age, residency/school attendance, or participation in less than sixty (60) percent of the regular season games, it may result in forfeiture of Tournament game(s), and/or suspension or removal of personnel from Tournament play, and/or suspension or removal of personnel or teams from further Little League activities, and/or suspension or revocation of the local league's charter.
- These actions can only be taken by the Tournament Committee in Williamsport.



# Pre-Game Activities



- Arrive at the field at least one hour before game time
  - Check field conditions and other site activities for readiness
- Conduct the coin toss with league reps or team manager, at least 45 minutes before game time.
  - **Home team will occupy first base dugout--no exceptions**
  - **Visitor team will occupy third base dugout—no exceptions**
- Get ground rules from the host (should be written)
- Collect team affidavits (**ONLY**), (verify the form for correct signatures, i.e. President, Player Agent, Manager, & District Administrator,
  - Do not collect private information, medical releases or Tournament Player Verification information.



# Pre-Game Activities



- Get the names, numbers, and positions of the players and position of the umpires and give to announcer.
- Thirty minutes before game time the home team will take the field for 10 minutes.
- Twenty minutes before game time the visiting team will take the field for 10 minutes.
- District XV will supply game balls for each team. **(2 baseballs or 1 softball for each team per game)** Check the pitcher's eligibility.
- Make sure you have an **adult announcer, adult scorekeeper, adult scoreboard operator, and for Baseball, an Adult pitch counter.**



# Pre-Game Activities



- Ten minutes before game time the announcer will:
  - Welcome the fans to the game
  - Introduce the home team players, coaches, manager and League representative
  - Introduce the visiting team players, coaches, manager and League representative
  - Introduce the umpires
  - Introduce the Assistant Tournament Director on site
- Play the National Anthem or lead the Little League Pledge
- Turn the game over to the umpires
  - Players return to dugouts
  - UIC conducts Plate Conference



# During the Game



During the game, the Site Coordinator and Assistant Tournament Director in charge will:

- Remain impartial
- Scan the crowd for problems. Ask team reps to calm down their fans if they get unruly. Deal with problems early before they get out of hand.
- At the end of the **first** inning, remind the host of the collection and have them line up **two adult volunteers to “pass the hat” (should be adults)**
- Also at the end of the **second** inning have the announcer read the “Thanks, Blue” announcement to recognize the umpires.



# During the Game



- At the end of the **third** inning have the announcer announce the collection amount and thank the crowd for their contribution
- At the completion of the game have the announcer provide the next game location and opponent (if known) for the winner and loser. (If it is a loser's bracket game, the winner only.)
- Be prepared to hand out medals at the conclusion of each team's last game – ensure the winning team sticks around.
- During the game, assist the umpire only if requested to do so. Should a protest be lodged, discuss the situation with the umpires and consult the rule book, if necessary.



# Handling a Protest



Should a protest be lodged, discuss the situation with the umpires and consult the rule book, if necessary.

**Remember it is the responsibility of the Manager to cite the rule infraction from the correct Tournament rulebook to the UIC and Tournament Director.**

If your decision is not acceptable to the protesting manager, call the D15 DA, Jim Roberts (540-660-4487) and he will discuss with those present and push to Southeastern Region and the Tournament Committee for a ruling if necessary.

***Under no circumstances will the*** game continue until the situation is resolved, if the game is resumed before the situation is resolved, the protest is null and will be disallowed.



# After the Game



At the end of the game, make sure the pitchers' records are accurately recorded on the back of the affidavits. **Return the affidavit to the manager, go over the eligibility, pitch counts (baseball only) and required days of rest with the Team Manager**

**Award medals to exiting team; ensure winning team remains on the field**

**VERY IMPORTANT: TO BE COMPLETED IMMEDIATELY FOLLOWING GAMES OF THAT DAY OR EVENING – NLT MIDNIGHT**

**After the games are over and the collections have been made, please call Jim Roberts at 540-660-4487 and report game results as follows:**

**The Tournament Name and Game Number, e.g. 9-10 Baseball, Game 2**

**The name of teams involved and each team's final score**

**The amount of collections for each game**



# The Host League



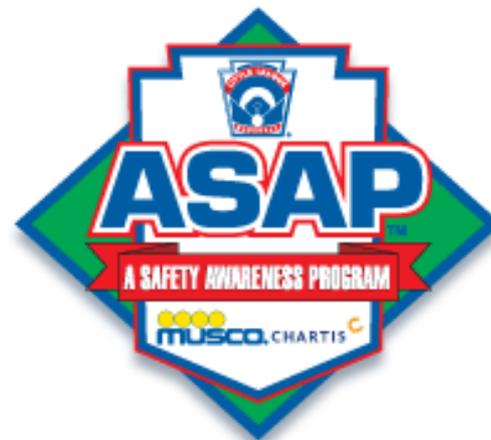
- Have the field ready for play at least one hour before game time.
- Provide a PA system, announcer, scorekeeper, pitch count recorder, scoreboard operator and adult volunteers to “pass the hat.”
- Have **ADULTs** manage the T-shirt sales – very important.
- Provide water and ice for players and umpires
- Have the concession stand open and manned
- Have umpire gear available in case it is needed.
- Have first aid kit available and emergency numbers handy
- Have extra balls and other equipment available in case they are needed. (Helmets, catchers gear, etc.)
- Provide a drink and hot dog from concession stand to each player after the game.
- **BE A GOOD HOST!**



# Safety Reminders



- Accident Reporting
  - Little League Accident Notification
    - When professional medical care required
    - Notify Tournament Director
    - Requires written clearance to return to play
- NO Jewelry (except Medical Alert)
- Heat Illness Prevention - Hydrate All Day (week) – encourage players to drink plenty of water – all day, every day
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- Equipment removed will be returned to team manager **AFTER TEAM'S LAST GAME**





# Questions??



Jim Roberts  
Virginia District 15 District Administrator  
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## 2019 Virginia District 15 and State All Star Tournament Schedule



Tournament	Host League	District Start Date	State Host and Report Dates	SE Region Report Date
8 – 10 Baseball	Middlesex	15 June	D8/Norfolk - 10 July	19 July*
9 – 11 Baseball	King George	17 June	D11/Bluefield – 11 Jul	26 July*
LL (10-12) Baseball	Caroline County	21 June	D1/Abingdon – 18 Jul	01 Aug
Junior League Baseball	Spotsylvania	21 June	D3/Bridgewater – 18 Jul	01 Aug**
Senior League Baseball	Mathews	15 June	D16/Sterling - 5 July	19 July
8 – 10 Softball	Northumberland	15 June	D10/Nokesville – 5 Jul	19 July*
LL (10-12) Softball	Lancaster	21 June	D13/Coburn – 11 Jul	24 July
Junior League Softball	Mathews	TBD	D15/Bowling Green – 5 July	18 July

\*Note 1: Tournament of State Champions Special Games

\*\*Note 2: SE Region Junior League Baseball hosted by VA D3/Bridgewater LL